ENDLESS QUEST® BOOKS
CRIMSON CRYSTAL
ADVENTURE
4
STOP THAT WITCH!
by Mary Clark

From the Producers of the
DUNGEONS & DRAGONS® Game

PICK A PATH TO ADVENTURE™

STOP THAT WITCH

Your training as a ranger hasn't quite prepared you for the day you return to your village and find all the inhabitants turned into lizards by a mysterious red dragon.

In your quest to regain your friends' you have the help of a magic coin you found that lets you see through the eyes of others. Using it with your hawk companion makes your vision keener. But it takes the special powers of the strange apprentice cleric you call Sparks to see you through the magical dangers involved in trying to stop the trouble caused by the evil sorceress Carlynn.

All ENDLESS QUEST® books allow you to make the decisions. You choose the paths to follow. But CRIMSON CRYSTAL™ Adventures offer something more—a unique way of finding clues to lead you along the right path—you hope. To see how this magic works, turn to page 1 and start reading.

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